

MISSIONS

Basic Ideas

1. Rescue the trapped miners
2. Find five Green Crystals
3. Find the Red Crystal eyes of the RM sphinx: This will open the hidden passage.
4. Protect the Base from RM attack using laser towers
5. Pickup locate the Helicopter after it has been teleported into a hidden cavern due to planet stratosphere interference with the cargo ship
6. Transport the power crystals to the base using land based vehicles to power the barracks
7. Fly over the lava with erupting bursts using the hover board and watch out for the lava monster
8. As the lava eats away at the lava surrounded island you must rescue the miners in time
9. The failing power station needs at least one green energy crystal every 3 minutes, you must locate the red everlasting crystal for it to sustain itself indefinitely
10. Locate the catamaran, hidden in the cavern and take the energy crystals and ore across the treacherous waters with water monsters attacking.
11. The big digger is to drive from base to base carrying precious cargo, it is your job to drill a path via the granite grinder using the best combination of caverns and vehicle switches depending on the rock type. There is a time limit.
- 12.

LEVEL 1. Mission Name: Life Support

MISSION OBJECTIVE:

The cargo ship has very little power left. It desperately needs power crystals to energise the life support systems. As a highly trained Rock Raider you have been chosen to be teleported down to the planet and find the ten energy crystals needed for the life support systems. The planet's magnetic storms have caused chaos with the teleportation pads so you will have to find your vehicle when you arrive. You have only 3 minutes before all the cargo ship's energy is completely depleted.

Level Start.

The rock raider has been teleported into a cavern. He can run around freely, however the small digger is seen behind a cave wall. If the Rock raider runs to a nearby drillable cave wall and presses the 'X' button whilst moving forward, the Rock Raider starts drilling the wall. Once the wall collapses the Rock raider is able to jump into the small digger and drive. The small digger is good at digging soft soil and by driving to drillable walls and pressing 'X' it can dig through the wall. If power crystals are found during the rock fall, they fly into the air and fall on the ground moments later they teleport up to the cargo ship.

On this level, there are small spiders which do not harm the vehicle but may do some harm to the Rock Raider if they touch him.

LEVEL. Mission Name: Base Defence

MISSION OBJECTIVE:

The base is under attack from Rock Monsters. It has no power for the laser defences to work , a small mobile laser platform is available and you must defend the base by scaring the RM away, until a new supply of energy crystals are flown in.

Level Start.

There is a small base sitting in a large cavern. RM come out of nearby walls, start to gather rocks and throw them at the weakened base. The player is at the other end of the map inside a MLP and must negotiate a maze like labyrinth of tunnels until he reaches the base. Once at the base, the player must drive the MLP around the base warding of RM using the laser turret on top of the MLP. After 5 mins, a helicopter lands with energy crystals and the base defences are now powered again and the mission is complete.

LEVEL . Mission Name: Sinking Bases

MISSION OBJECTIVE:

Due to a volcanic eruption, one of the RR bases is literally sinking into the lava. As an expert RR pilot you must rescue the RR mining team and take them to safety. The base can be teleported to safety but if any of the RR team are forced to teleport and use the remaining energy crystals then the base will be lost in the lava forever.

Start Level

You are in a cavern with no vehicles, you must drill your way out and locate the Tunnel Transporter. It is hidden in a cavern further away. If you can locate the small digger, this will aid your ability to drill faster and hence find the Tunnel Transporter quicker. Once it is found, the player must fly it around and locate the island base, surrounded by the lava. The player must then land the craft and rescue the RR team, by lifting them off and dropping them off one at a time. Once all the men are safely off, the base teleports away and the mission is complete.

LEVEL . Mission Name: Lava Rivers

MISSION OBJECTIVE:

Due to an unexpected volcanic eruption, a RR Loder Dozer has been left stranded in a dangerous area of the planet. It is surrounded by rivers of lava although it is on solid ground. There have been reports of Lava RM activity in the area and they may attack the stranded Loder Dozer. As an expert RR pilot you must rescue the Loder Dozer and drive it back to the teleport pad.

Start Level

You are in a cavern with no vehicles, you must drill your way out and locate the Tunnel Transporter. It is hidden in a cavern further away. If you can locate the small digger, this will aid your ability to drill faster and hence find the Tunnel Transporter quicker. Once it is found, the player must fly it around and locate the stranded Loader Dozer. However the Loader Dozer is too heavy to lift with the tunnel Transporter. However if the player can locate a water source, it would be possible to scoop up water and drop it on to the lava and solidify it. Thus enabling the Loader Dozer to drive on it. The player must then safely land the tunnel transport and drive the Loader Dozer onto solid ground. However the solid lava may melt again and

time is crucial. As the player successfully progresses his rescue attempt, Lava Rm may attack the unattended vehicles or even the RR himself. Water dropped on the Lava RM will temporarily solidify it and can be used a form of air defence.

Once the Loader Dozer is teleported off the planet the mission is complete.

Additional Game Concepts:

Crystal Pickups

As the meaning of different colored crystals may be hard to remember, we will place a small icon on the bottom RHS which will represent the pickup up effect. If the pickup is activated by pressing the 'use pickup' button, then a small timer will count down the seconds till the pickup is used up completely. This will be graphically illustrated by a clock second hand moving towards 12 o'clock.

Red Crystals: Double 200% Efficiency Boost:

Thus drills can drill twice as fast,
Lasers have double the power (illustrated by a different colour),
Freezer guns can freeze double the amount of water,
Tunnel transports can carry twice the weight etc.

Blue Crystal: Gives Turbo Speed Boost:

Thus vehicles move at twice can drill twice as fast,
Lasers have double the power (illustrated by a different colour),
Tunnel transports can carry twice the weight etc.

Silver Crystal: 5 second teleport activation

Once activated this allows the player the chance to scroll around the map and mark a new position for a unit to teleport to. The time is limited to 5 seconds.

(possible variant is to allow the unit only to be placed within a 5 block radius)

Yellow Crystal: Defence shields

Once activated this gives the player the 20 seconds where he/ the vehicle will not sustain any further damage from enemies or natural hazards. This is illustrated by a semi-transparent spinning sphere.

Pink Crystal: Rapid Repair

Once activated this gives the unit full health again.

More 'Off the Wall' Possible Crystal Pickups

Green Crystal: Time Freeze

Once activated this freezes time for 5 seconds for all creatures except the player and his vehicle.

Purple Crystal: Universal Shock wave

Once activated this sends out a blue explosive shock wave effect which scares all on screen creatures away. This effect causes screen shake.

Orange Crystal: Invisibility

Once activated this makes the player and his vehicle invisible to any enemy creatures. This is graphically represented by the graphic being semi-transparent.

(a variant of this would be to leave a dummy version of the vehicle in the same place for enemies to attack whilst you invisibly drive away)

Other Possible Features

Teleport Check points:

This takes the graphical form of teleport pads which when found, allow a player who is unsuccessful to start from this checkpoint rather than go back to the beginning of a level. Since many levels will have multiple checkpoints, the check point is activated by the player moving into close proximity and pressing the 'pickup button'. This then flags the checkpoint as the last save position.

Pickup Teleport Unit:

This takes the graphical form of mini teleport pads which when collected allow the player to place them elsewhere on the map. Once placed they will allow the player to teleport back to there by pressing the 'pickup' button. This will have a variety of uses e.g. teleporting to safety if under attack or used to have safe passage back over bridges in case they are melted by lava etc.